

TRANSCRIPT PREPARED BY THE CLERK OF THE LEGISLATURE
Transcriber's Office

March 30, 2000 LB 1008, 1086

best possible job for the people of the state of Nebraska. My confidence has increased dramatically since I learned that the Keating firm would be the firm doing the study. So, with that, I support LB 1008 and the choice of the Keating firm to do the study.

SPEAKER KRISTENSEN: Further debate on advancement? Seeing none, Senator Chambers is recognized to close. He waives the closing of the advancement. All those in favor of advancement vote aye; all those opposed vote nay. Please record.

ASSISTANT CLERK: 34 ayes, 0 nays on the motion to advance the bill.

SPEAKER KRISTENSEN: The bill advances. (Visitors introduced.) Mr. Clerk, we next move to LB 1086.

ASSISTANT CLERK: Mr. President, LB 1086 was introduced by the General Affairs Committee. (Read title.) The bill was read for the first time on January 7th of this year, referred to the General Affairs Committee. That committee reports the bill to General File with no committee amendments.

SPEAKER KRISTENSEN: The Chair of the General Affairs Committee, Senator Janssen, you're recognized to open on the bill.

SENATOR JANSSEN: Thank you, Mr. Speaker, members of the body. This bill makes corrections and changes to charitable gaming statutes that the Department of Revenue has recommended. It was brought to us by the department. The first change would be that if someone has already been fingerprinted by the Liquor Control Commission for a liquor license and then applies for a charitable gaming license they would not have to be fingerprinted twice. Charitable gaming could just walk across the hall and get the fingerprint card that they need for the other license rather than making the applicant go through the expense of being fingerprinted again in a short period of time. The thing it does is starting October 2001, charitable gaming could provide for biennial licenses rather than annual licenses. This would allow the Department of Revenue more time to review licenses and reduce the number of licenses that come due at the same time. Right now they all come due at the same time, and it